



West Fargo United Esports

2025-2026 Season

Horace, Sheyenne, and
West Fargo High School

Registration and Season Expectations

Introductions

- General Manager – Jamie Odum Thompson aka Odum – Sixth Season running program
- Assistant GM/Coach – Aaron Beseler – Discord Coach Beseler – Mario Kart and Chess
- Assistant Coach – Mason Powers – Discord Biskwit – Smash Bros and League of Legends; Tuesdays; Former United Esports Athlete, Sheyenne Grad, Class of 2024

Additional Resources/Support:

- Noah Haglund will be on discord to help with Rocket League (possibly Marvel Rivals as well) after 6pm
- TNTJHT (Tyler), Nadia, Charles, and Moth to occasionally help with Super Smash Bros
- Fenworks Coaching (ex. Ethan, Rio, Zac, etc., determined by game title)



FENWORKS

What is Esports?

- Competitive Video Games including Chess, Super Smash Brothers Ultimate, Mario Kart 8, Valorant, League of Legends, Rocket League, Minecraft, and Marvel Rivals, where players are pitted against other programs across the state of North Dakota
- Program include grades 9-12 with players from Horace, Sheyenne and West Fargo High School under united banner
- Comprised of a preseason, regular season, spring (casual) season, drone racing (Gravdahl at SHS), and Special Olympics hosted by our vendor Fenworks
- State Tournament at University of North Dakota, Grand Forks

Why Esports?



Scholarship
Opportunities



Profile of a Grad
Application



Growing major and
minors at Universities
across the state



Professional outlook
in a growing market



Leadership
Opportunities

Player Impact



- *Esports has been a huge benefit to my high school experience. It has given me opportunities that I could never even imagine, like showing me that schools are offering scholarships for esports and given me countless friends I would have never met outside of esports.*
- *I feel that Esports made high school so much better and I wish I had started earlier than my senior year. Along with the fact that I enjoyed playing the games, I was in it and it gave me motivation to get better so I could try and get 1st place in the tournaments.*
- *The Esports program was my favorite part of WFHS. It gave me a community to be a part of and a way to compete with other students in the state.*
- *I made personal connections with the team I was a part of, as well as learning how to better communicate and work in a group setting.*

Parent Perspective

- Nintendo Generation
- Realities and Benefits
 - How it fits your teen (digital track and field variety)
 - Cost and Time (investment across multiple years lower than athletics)
 - Physical and Mental Health (lack of physical activity and access to the digital world for good and bad)
 - Helping to shape your teen's path (careers and involvement post-High School)
 - What they get right now

Scholarships - [Naecad-Collegiate-Esports-Guide](#) - ByteSpeed

NAECAD Collegiate Esports Guide

Empowering Esports Students: Unlocking Collegiate Esports Opportunities with the NAECAD Collegiate Esports Guide

We are proud to share nearly 100 esports programs nationwide!

Click on the states below to expand. If you know of a collegiate esports program that is not listed below please have them reach out to us by filling out this form: <https://bytespeed.com/esports->

**Link in Discord Server under Resources*

Profile of a Grad

- Compassion
 - Resilience
 - Responsibility
 - Communication
 - Critical Thinking
 - Reflection
 - Creativity
 - Collaboration
-



The poster features the West Fargo United logo at the top left, with the word 'ESPORTS' in large white letters on a green background. Below this is a blue banner with the title 'PROFILE OF A GRADUATE' and the subtitle 'Skills and Experiences Developing Esports Players into Choice-Ready Professionals'. The main content is organized into eight sections, each with a circular icon and a list of skills or experiences. The icons are: a heart for Compassion, an upward arrow for Resilience, a checkmark for Responsibility, a headset for Communication, a calculator for Critical Thinking, a lightbulb for Reflection, a computer mouse for Creativity, and three people for Collaboration.

WEST FARGO UNITED ESPORTS

PROFILE OF A GRADUATE

Skills and Experiences Developing Esports Players into Choice-Ready Professionals

- COMPASSION**
 - Students learn to empathize and demonstrate more patience as they work together in a game. When they see a player is trying their best, they will pause, reflect, and show compassion to that player. They often take the time to show them different strategies they can try and skills they can work on in order to improve. Ultimately improving how they game online.
 - They learn to care about something. They know how hard it's been to get this program the support it needs. As they graduate and go on to the next adventure, they will model that kindness and understanding that was once given to them.
- RESILIENCE**
 - Not every game can result in a win. It is up to our players to stay positive and treat each loss as a learning experience and chance to grow.
 - A team can be in last place in the season or during tournament pool play, but still come back with a winning season after learning from their mistakes.
 - By playing through a program, students gain a better context and understanding on how to work through their emotions when they are frustrated in the game.
- RESPONSIBILITY**
 - Players need to be eligible to play competitively in the esports program. It is up to them to advocate for their academic needs and work with educators to find success in their coursework. Grades before games.
 - Playing on a team is a commitment. Players need to be responsible with how they conduct their behavior, be reliable, and help contribute to a positive atmosphere for everyone that is enrolled in the program. Esports is one of the only competitive sports where gender identity has no impact on who can play. Students are responsible for maintaining an inclusive and welcoming environment to anyone interested in joining.
- COMMUNICATION**
 - Players need to communicate in-game as they work towards the objective and build synergy together as a team. They discuss tactics and strategies as they plan out an approach to counter their opponent. Additionally, they rely on questions, feedback, and ideas to the team captain, coaches, and general manager.
 - Students need to provide communication for games they need a substitute player due to conflicts in schedule.
 - They also work to build communication within the school to grow the player base, build team relationships, dynamics, and advocate on behalf of the program.
- CRITICAL THINKING**
 - All the games have an objective that requires teamwork and strategy in order to be successful. Players have to assess the opponent's strengths and weaknesses by researching their ranks and existing footage, or player history, to create an approach that can result in victory.
 - As we integrate a system that allows us to give back to our schools and community, students will take on leadership roles that help develop their ability to diagnose the objective, or problem to solve, and backwards engineer the steps necessary to reach the final goal.
- REFLECTION**
 - Students review their game footage and identify plays they could have done better during the game, and what they need to work on moving forward. This also applies to the livestreaming team. They can analyze and discuss what worked well in the stream and areas for improvement to create a well-rounded show.
 - Players work with coaches to look back at new approaches that were discussed and work on ways to implement them into their game strategies.
- CREATIVITY**
 - The gaming industry is filled with thousands of stories that guide a player through a game. These new worlds and environments, that designers create for gamers to explore, can be brought into their own education through the coding and gaming class offered at our school. For those that wish to pursue a creative field, they can help build graphics for streaming, design shirts and hoodies for players as a fundraiser, posters to promote enrollment, and written content for scripts and social media.
 - Students can be creative in the ideas they have on how to give back to the community and create a positive impact for those in need. A lot of the program and games involve creative problem solving to reach the final objective.
- COLLABORATION**
 - eSports focuses on games that are team building. They have to collaborate on what tactics to use, understand characters as champions that complement each other, and create new strategies to achieve the objective of the game. In games like League of Legends, there are over one hundred champions with different strengths and weaknesses when matched up against each other. It is up to the team to find a collective match-up that will work to counter their opponents as they level up their champions.
 - eSports allows the opportunity to livestream and commentate on the games. This opens the door for students interested in learning about broadcasting, livestreaming, and shoutcasting. They can measure engagement through Packer TV's analytics and make adjustments to create an engaging and dynamic show by working with playing and coaches on graphics and content that can help promote both programs.



Season Registration

Registration – Fenworks, Activities Office Website (no physical needed), Permission Slip – Need all Three to complete registration

GM/Coach Registration Form (QR Code title interests)

\$100 Registration fee – Paid at Activities Office (waivers for free/reduced lunch plans, confirm with activities office)

Additional Costs – Gear, Jersey, additional travel for Tournaments (optional)



Interest Survey

School Registration

Under Activities: Forensics
and Fine Arts Registration

No Physical Needed

Cash or Check made out to
West Fargo High School, or
Public Schools, for activity fee;
can pay online

Talk to Activities office to
confirm waiver for activity fee



A. 2025-2026 Forensics and Fine Arts Registration

Student Congress - September 1 (1st Competition Date)
Debate - November 14 (1st Competition Date)
Speech - January 3 (1st Competition Date)

Fall Musical October 31 (1st Performance)

Winter Play - February 5-8 (Performances)

One Act - April 18 (State)

Chamber Orchestra

Jazz Band

Madrigls

Esports

*All participants must have the registration completed online.

[Register Now](#)

Organization

West Fargo High School

[Read More About Us](#)

Contact Us

Registration Support

800-311-4060

registration@arbitersports.co...

Dawn Petersen

Activities Assistant

701-499-1806

dlpetersen@west-

fargo.k12.nd.us

[Send Us a Message](#)

WE CHANGE LEARNING THROUGH TECHNOLOGY.

Welcome to Fenworks, where we use Esports and Drone Racing to create a community-driven experience that propels students into the future of digital competition and STEM education.

Let's go!



Fenworks Registration

- Students will be invited to the team's platform and will need to connect their account; Register on platform with non-WFPS email address
- Parents/Guardians need to sign the Fenworks media waiver
- Rules for each title are also under Our League > North Dakota > North Dakota Season Information. Players should familiarize themselves with the rules and game setup for the titles they are interested in, and update home computers.

West Fargo United Registration

- Sign and Return to Odum
- Goes over the expectations for discord and academic performance
- Parent/guardian signoff of first-person shooter titles and media release (Odum takes pictures at state and tournaments that are shared out with players and used in the yearbook)
- Select your roles in the Discord channel and fill out the excel informational spreadsheet (helps coaches and teammates know who is who on the server)

PERMISSION SLIP FOR PARTICIPATION IN ESPORTS

I hereby give permission for:

Name of Student: _____ Grade Level: _____

Student ID: _____ Date of Birth: _____

- to represent **Horace** High School in FPS titles to represent **West Fargo** High School in FPS titles
 to represent **Sheyenne** High School in FPS titles I do not wish my student to participate in FPS games

Some games used for official play through Fenworks involve depictions of violence. Players will need to be considerate of the rules and expectations of the program. (FPS = First Person Shooter)

PARTICIPATION REQUIREMENTS

- I understand that my child must be passing all assigned courses and be eligible to play based on the standards set by the district. Learners should be at a C (2.0 or higher) average to maintain college scholarship opportunities and expectations.
- I understand that my child must have a 90% attendance rate.
- I understand that my child must communicate with their coaches when they are unable to participate in a scheduled match.
- I understand the rules of using Discord within my school's expectations, along with the rules that are intended when my player is brought on to the Fenworks (vendor) Discord. Discord is required for communication with the team on games and scheduled coaching sessions; Rules of the server will be similar and mirror what players will be following on the vendor's server. Failure to follow the rules of the server may result in being benched during competition, suspension from play, or being banned from the program.

VISUAL MEDIA PERMISSION

From time to time, we take pictures and/or conduct video recordings during practices and matches. We would like your permission to use these pictures and videos on our website and connected social media platforms. Alongside these, we also try to stream our matches on our official YouTube page, Packer Media; a benefit for students, parents, and potential college recruiters to interact with and view our players during matches. We will never provide any specific information regarding your child. We will also never sell these pictures and videos; we will use them exclusively for Horace, Sheyenne, and West High School's purposes.

Please check one of the following:

- Yes, I grant you permission to use visual media of my child on the Horace, Sheyenne, and West Fargo High School website and social media platforms.
- No, I do not grant you permission to use visual media of my child on the Horace, Sheyenne, and West Fargo High School website and social media platforms.

Player Signature Acknowledging Rules of Discord and Expectations _____

By signing below, I have read and understood the above information.

Parent Signature: _____ **Date:** _____

Parent Email: _____ **Parent Phone:** _____

All parents are welcome to attend in person to learn more about the program. Please reach out if any arrangements need to be made.



**WEST FARGO UNITED
ESPORTS**

Jamie Odum Thompson, General Manager
jodum@west-fargo.k12.nd.us | Horace, Sheyenne, and West Fargo
Aaron Beseler and Mason Powers, Assistant Coaches

Player Expectations



- Match Game Days – Check in 15 minutes Prior – In-person
- Coaching – In Voice Channel of coach 10-15 minutes Prior for Scheduled Fenworks sessions; those being a distraction that take away from others will lose coaching privileges; make sure game is updated on your pc beforehand
- One in-person practice a week (holidays exception)
- Academic – ‘C’ average for each semester; 90% attendance; eligible; no detention
- Professionalism – No profanity, screaming at screen/computer, get up first and shake hands with opponent before tear down for in-person matches and events; If behavior has to be corrected three or more times, possibility of being removed from team/program or being benched for matches
- Responsibility – Take care of gear; clean up after yourself; be respectful; be positive and willing to learn how you can continue to improve

Current Game Titles and Breakdowns

- Chess – 1v1
- League of Legends – 5v5
- Mario Kart 8 Deluxe – 2v2 (Possibly 4v4 in Spring)
- Marvel Rivals - 6v6
- Minecraft (Bed Wars) – 4v4
- Rocket League – 3v3
- Super Smash Brothers Ultimate – 1v1
- Valorant – 5v5
- Special Olympics Rocket League – 2v2 (subject to change)

MONDAY

5 PM SUPER SMASH
BROS 1V1* (A)
MARIO KART
2V2* (A)
6 PM MINECRAFT 4V4
LEAGUE OF LEGENDS

TUESDAY

4 PM SUPER SMASH
BROS 1V1* (B)
MARIO KART
2V2* (B)
5 PM MARVEL RIVALS

WEDNESDAY

SCRIMMAGE DAY
(REMOTE)
WORKOUT WEDNESDAY
4:15PM-5:00PM

THURSDAY

5 PM ROCKET LEAGUE
CHESS
6 PM VALORANT

FRIDAY

NO ESPORTS
POTENTIAL MATCH
MAKEUP DAY OR
COACHING

Season Schedule

- Regular season starts first week of December
- Super Smash and Mario Kart are Monday or Tuesday
- Games Monday, Tuesdays, and Thursdays
- Coaching will be decided on numbers and teams/schedules (required)
- Workout Wednesday – Go Touch Grass – All year
- Fenworks State Tournament February 26-28 (usually Fri/Sat); Parents/Guardians welcome; location: UND in Grand Forks
- Season Performance can determine if you go to State; bad behavior, you'll get left behind; must be eligible; players will need to pick main game and what title(s) they could be a sub for (if they play more than one)

A character with a white beard and red goggles, holding a glowing blue device, set against a fiery background.

College Experience

- We try to connect with College Coaches and have them present their opportunities to the players in person, when available
- #college-connect on discord to ask College GMs questions about their program; GMs/Coaches/Recruiters can share tournaments they're hosting
- College visits and tours when available
- Bytespeed/NAECAD list to search offerings in and out of state

Player Wellness



- 20/20/20 – 20 minutes looking at the screen, break for 20 seconds, look 20 feet away from screen
- Hydration/healthy food choices
- Posture – Keeping spine straight, arms 90 degrees with table, we also have standing desks
- Encouraging team outings where players can interact in-person (ex. Suite Shots)
- Off screens 1+ hour before bed
- Workout Wednesdays
 - 4:15 – 5:00 p.m. at WFHS
 - Importance of physical activity for players

After State: Spring Season, Minot GPG and Special Olympics



Spring Season Opportunities

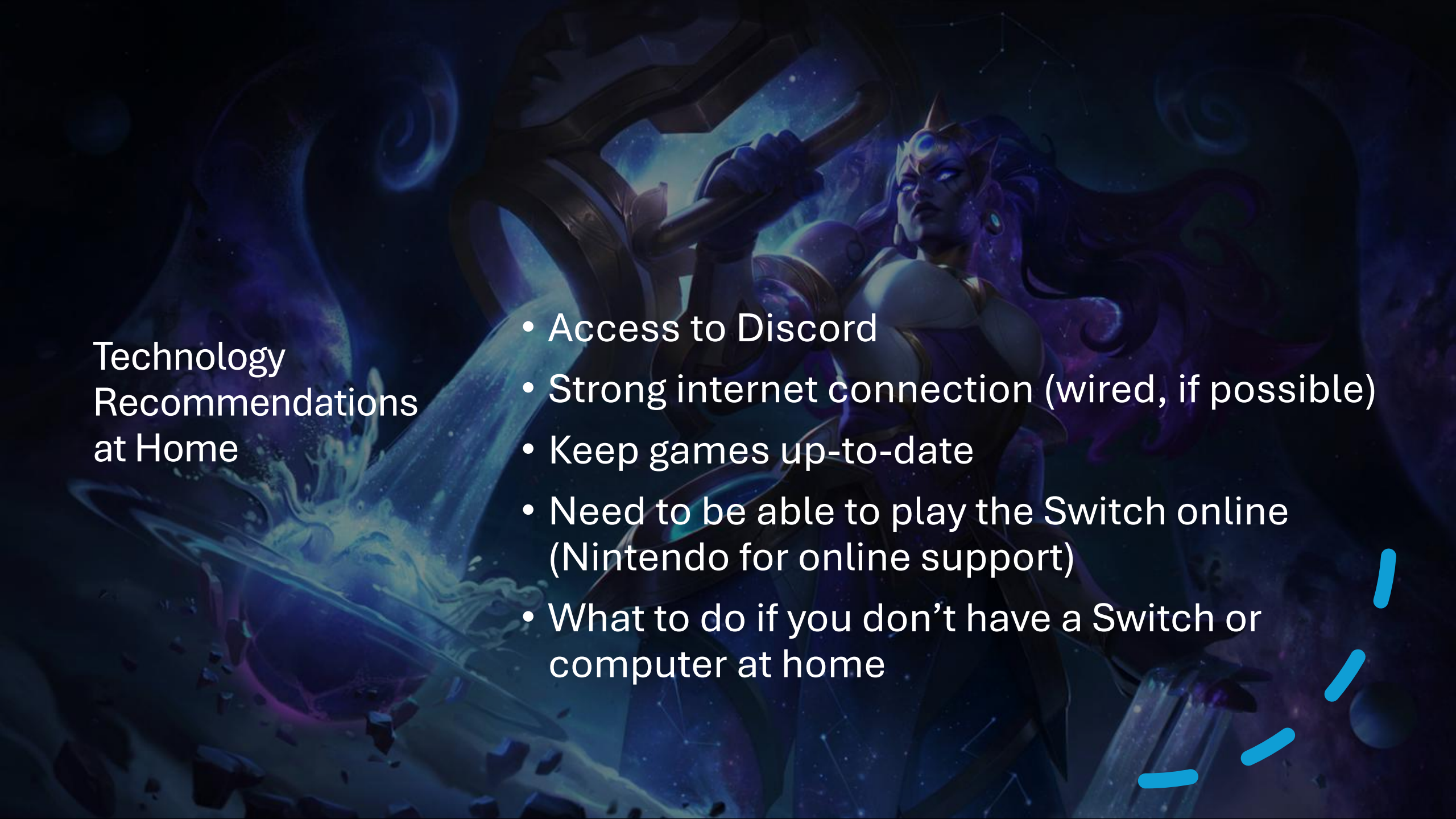
- Drone Racing through Mr. Gravdahl's Aviation Course at Sheyenne High School (Spring + State tourney)
- Special Olympics Season (once a week), Starting February 9; nine to ten weeks with tournament in April (10 or 17, tentative); Separate Registration; free – Volunteer hours (NHS)
- Spring Season and Titles will be announced closer to spring; Must register and pay activity fee



Minot State Tournament: Great Plains Gauntlet

- Esports Tournament hosted by Minot State University
 - Extra costs per player to cover hotel and travel; food costs; space limitations
 - Four days, three nights in hotel
 - Due to bus driver shortage, leave Wednesday, come back Saturday, and bus driver would have to return to West Fargo – no transportation in Minot until pickup
 - March 19-21 or March 26-28 (tentative)
-





Technology Recommendations at Home

- Access to Discord
- Strong internet connection (wired, if possible)
- Keep games up-to-date
- Need to be able to play the Switch online (Nintendo for online support)
- What to do if you don't have a Switch or computer at home



Buying a Gaming PC

Parent/Guardian involvement

- Healthy Snacks – Optional signup; helps promote healthy eating; players get something to eat before matches that can go as late as 7pm
- Team Shop – Get gear for you and your player; creates visibility for community representation at State
- Streaming and Content Creation – We'll do our best, but welcome help – Fenworks is creating a Broadcast Internship program for students (additional costs, ran through the school)
- Concessions for fundraising
- License to drive a bus (CDL)



Parent Sign Up

Please scan this QR code if you are:

- Interested in having information about the season sent to you directly
- Need us to know anything about your player to help support them
- Want us to have emergency contact info all season (we will connect with the activities office to have a list when we travel)
- Wanting to get involved in the program (snacks/concession/streaming/etc.)

(this is completely optional)

Parent/Guardian Contact





Questions